MULTIMEDIA UNIVERSITY

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 1, 2019/2020

MSD 3013 – SOUND DESIGN 2

(All sections / Groups)

15 OCTOBER 2019
9.00 a.m. – 11.00 a.m.
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 4 pages with 6 Questions only.

2. Attempt **FIVE** out of SIX questions. All questions carry equal marks and the distribution of the marks for each question is given.

3. Please print all your answers in the Answer Booklet provided.

QUESTION 1

A. In one short paragraph, explain what is Equalization and what is the equipment used to achieve it? (5 points)

B. Which of the following is not a Graphic Equalization? (5 points)

a. Usually found in a live sound Rig (Concerts, Big Events)
b. Use slider controls for different frequency laid out.
c. Each sliders represent 5 bands of frequency.
d. The more sliders you have, the more you control the EQ.

[10 marks]

QUESTION 2

A. In one sentence, write down the definition of Ambience (2 points)

B. What are the sounds that characterizes a location that is created by its environment (list at least two)? (2 points)

C. What is the most important component of an ambient sound? (2 points)

D. In one short paragraph, describe the role of reverberation as a generator of ambience (4 points)

[10 marks]

QUESTION 3

What are Hard Effects when you do Sound Design in a Storytelling context? Give examples

[10 marks]

Continued .....

QUESTION 4

A. Define Soundscape with respect to its usage in films

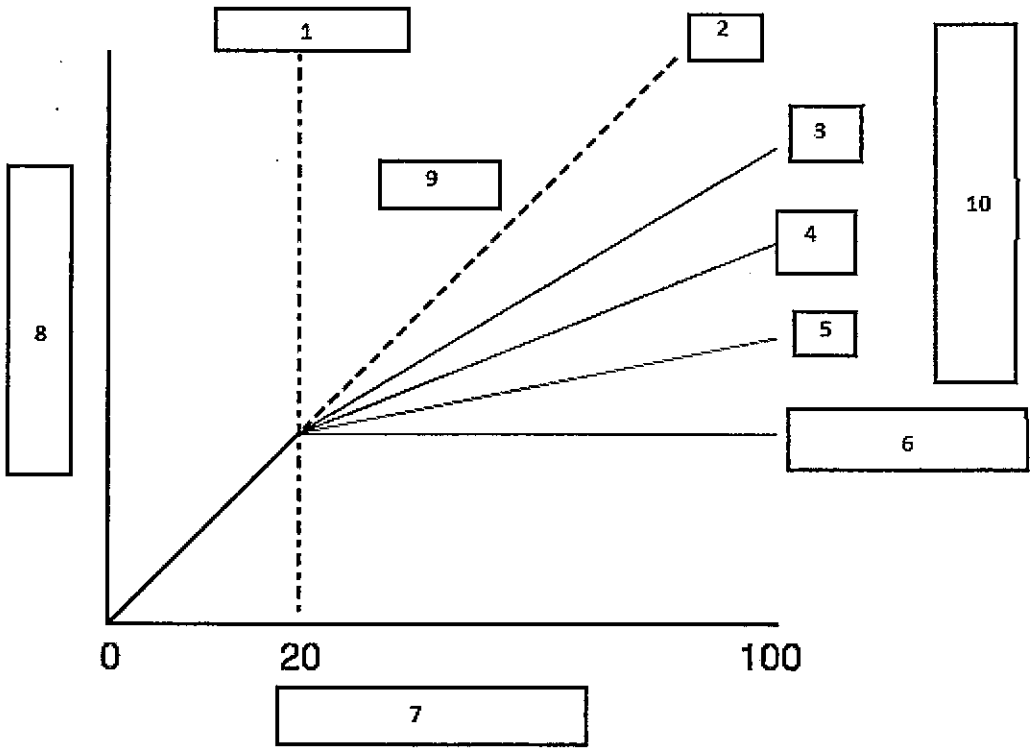
B. In soundscaping, sounds, under film terms, can be used for 4 items name them

C. They can also be grouped under 3 headings. List these headings

[10 marks]

QUESTION 5

Fill in the blanks 1 through 10 of the following Compression Ratio graph (1 point each)

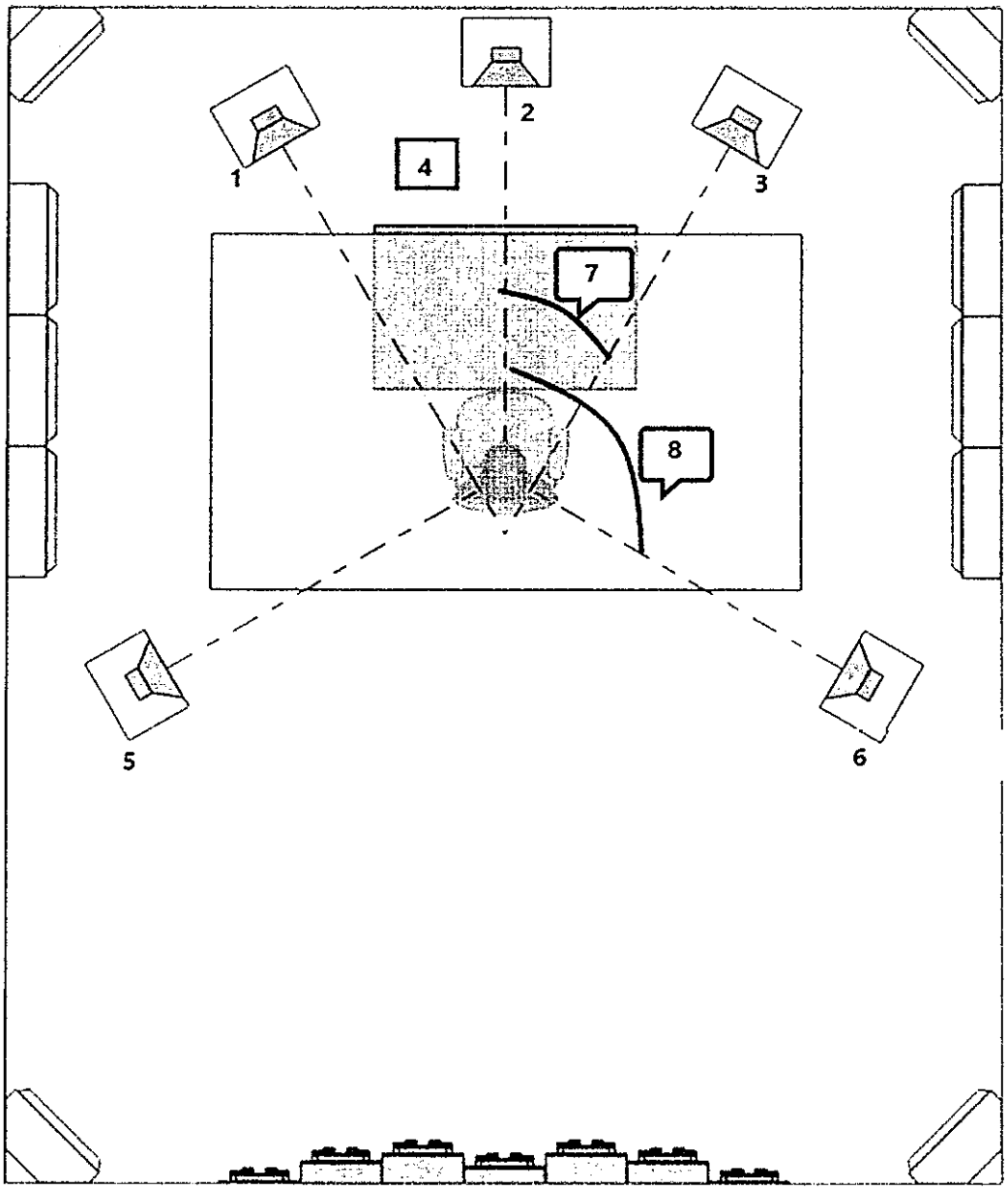


[10 marks]

Continued .....

QUESTION 6

For the surround sound system below, what is this system otherwise called? (2 points)
Name the items 1 through 6 (1 points each) Fill in the Angles 7 through 8 (2 points each)



[10 marks]

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